

Space

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 This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Stars](#).

 This fan-fiction article, **Space**, was written by [Witcher190](#). Please do not edit this fiction without the writer's permission.

“No, Cúthalyonol, you cannot go into space aboard a flying magical galleon and spend your days fighting beings that dwell out there while having wild adventures. First, because you cannot breathe in it. Second, because no such spell exists — and if it did, it would be a waste of a spell. And third, because those beings are not Refaim, and exist only in the fever dreams of, most likely, some drunk dwarf”
—Attributed to Ámdír, one of the earliest Aen Seidhe elven astronomers, during an argument with his apprentice Cúthalyonol “the Naive”

Space, also known as the **cosmos**, **universe**, **astral**, **astral plane**, or **syderium**, is one of the multiple layers of reality (specifically the last one), “*inhabited*” by the beings classified as [Refaim](#). It acts as the layer that separates the material world (or rather, the material worlds present within reality) from the other existing realities in the [multiverse](#), as it encompasses everything known within a single sphere.

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Type	Plane

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What is Space?

*“I'm essscaping to the one place that hasss'nt been corrupted by the elves.
SSPACEEEE!”*

—Translated from Ancient Vran. Attributed to Ma'ectluxyu before his disappearance, astronomer, Operator, and one of the first (if not the only) beings to have supposedly gone to space.

Space, or the astral plane, is the expanse that exists beyond [Nátalam](#)'s atmosphere and energetic capes and between the different other bodies created by the universe itself, such as stars, planets, meteorites, black holes, white holes, etc., serving, as already mentioned, as the last layer that covers an entire reality, protecting it from the rest. It is often described as a near-perfect vacuum, but it is far from empty, containing diverse things in it, ranging from materials, to gases, to even the leaking of the [elemental](#) and para-elemental planes due to the cracks caused in reality by the different Conjunctions.

Limitations of Knowledge About Space

Unfortunately, current technology prevents any extensive understanding of space. Mages theorize that with better technology it might one day be possible to send people out there — but it remains just that, a theory, and has never been put into practice.

The only supposed exception is the case of the vran Ma'ectluxyu in the ancient days of the land of Nayar, who is said to have escaped into space using the powerful time- and space-bending magical abilities he possessed as an Operator. However, due to the age of the text describing this event, its veracity is highly

uncertain — it could very well be nothing more than a mistranslation.

Thus, current knowledge of space has been obtained through the work of astronomers from various races. The vrans were the first, who — due to their lack of religion and cold logic — turned their gaze to the sky very early. They were followed by the [gnomes](#), who invented telescopes powerful enough to observe it in detail. Then came the [elves](#), who exploited those telescopes to their full potential and eventually discovered that there was not a single material world in the sphere, but many. Finally, humans, who already possessed some knowledge from wherever they originally came from, expanded and refined it thanks to the groundwork laid by the other races.



To the point that, even if by accident, they would end up inventing a spell: [Portus Asterum](#) (Scholar's Language: *Star Gate*). Through a variation of the classic portal spell, it allowed them to visualize distant worlds in greater detail. Since one of the fundamental limitations of portal magic remained: the greater the distance, the more unstable — and therefore more dangerous — a portal becomes.

Given the astronomical distances involved, actual travel between worlds is impossible; only visualization is achievable, despite what some embellished stories may claim.

Functioning of Space on the Meta-Macrocosmic Scale

Unlike in other, more distant realities, as already mentioned, the cosmos of Nátalam works similarly to other cosmoses. That is, it possesses planets, stars, black holes, white holes, wormholes, solar systems, galaxies, superclusters, filaments, and a long etcetera.

The key lies solely in one difference at a metaphysical level: the interaction that the energetic universes had with it in the past — that is, the elemental and para-elemental planes. At first, this interaction was purely energetic (so to speak), functioning as channels that surrounded the cosmos without directly affecting it. And later, once the [First Conjunction](#) occurred, these became semi-physical channels, as they permeated reality deeply, giving rise — through the collision of

many of them across different worlds — to the concept of Ley Lines as they would be known and therefore to [magic](#) within those worlds (though magic, albeit faintly existed in the world, and probably other worlds as well, prior to the event, same with the Ley Lines who existed in a different form). Magic derived from the conflict between the principles that govern the cosmos and the principles that govern these alien realities composed of a single element or para-element.

In this sense, one may recall the notion of 11-dimensional universes, but extended *ad infinitum*, with part of those dimensions being universes themselves. These universes would form part of the multiversal structure known as the Spiral. And because they are composed of a single principle, as already stated, they could act as infinite layers composing the [Spiral](#), producing countless universes as they expel key elements that, when accumulated in certain zones of the Spiral, form pre-matter—with ether acting as the base together with space and time, that is, the singularity that vibrates and later gives rise to each universe's Big Bang.

This only acts as a catalyst for the existence of magic when its strangeness does not accumulate at a point outside a cosmos to form such a singularity, but instead—as already mentioned—interacts “*purely*” with it. This explains how realities with or without the phenomenon can coexist without issue, without relying on consensuses or divine entities.

Although whether something or [someone](#) created the Spiral remains a mystery.



With stellar magic likely resulting from the combination of known or unknown elemental or para-elemental energy through massive ley line macro-intersections present either within stellar bodies and stellar formations or within the universe itself, which—after

immense spans of time traveling across the cosmos—reach different worlds. This is reflected in the “*position*” that the stars and other celestial bodies occupy in each planetary firmament.

And the emergence of universes such as the [Chasm](#)—the home of [demons](#) and wraiths—not being caused by any deity, but instead likely derived from the accumulation of repulsive psychic energy also known as contaminated ether (a para-element derived from pure ether), generated through the violent death and

suffering of all sentient beings across their various degrees of consciousness. The same principle applying, though in a different manner, to the Reflection (that is, the energetic oneiric universe, composed of another para-element derived from ether) and to the supposed opposite of the Abyss, the theorized “Empyrean.”

Differences between this Cosmos and that of Other Realities

Thus, beyond the previously mentioned metaphysical differences, the distinctions between Nátalam’s cosmos and that of other realities are as follows:

- The universe is “*cracked*.” Space is not entirely empty, as previously stated, but in some regions filled with various elemental or para-elemental energies. Because of this, there are areas so heavily saturated with these energies that traveling through them is virtually impossible.
- Space is colorful. Due to the high concentration of elemental and para-elemental energies, much of space does not appear as a black void, but rather as an explosion of countless colors — as if multiple supernovae had erupted close to one another, leaving interwoven nebulae behind. In some regions, these colors blend until they form one of the primary hues: red. A color associated with stellar magic.
- Worlds, stars, and similar bodies, due to being concentrations of matter and energy in specific points, keep these energies relatively stable. Because they possess an orbit, this creates—through a combination of said energies—a sort of thick multi-layered mantle made of faint traces of these energies, which covers each planet and, later, each solar system. This grants them a certain metaphysical firmness. A firmness that becomes less firm once one travels across their galaxy due to its much larger size.
- The larger the structure, the weaker the firmness becomes, until one reaches the Spiral, where such a concept—and stability itself—simply does not exist. This makes it so that the only known (not theorized) stable method of interstellar travel is through the ethereal plane, by means that remain unknown.
- The combination of energies from these energetic universes and the singularities that are black holes allows them to function as the containers for what are mistakenly called alternate timelines. Each black hole therefore

houses, within the original sphere, one of all its possible outcomes, generating derivatives of that sphere — which in turn generate their own derivatives, and so on *ad infinitum*. All of this is repeated in every universe, which explains why there are no crossings between alternate timelines. And why each universe in the multiverse is completely unique, without ceasing to belong to a multiverse — for the structure still allows probabilities to exist as real, only in a way far different from what one might expect.

- The illusory existence of clusters, superclusters, and filaments. Due to the previously mentioned principle that the larger a structure is, the weaker its metaphysical stability becomes, structures such as clusters, superclusters, and filaments do exist — but not in a state in which they can be consistently observed, only for brief instants.
- The universe will likely suffer the fate of heat death, but not through infinite expansion; rather, because one of the realities that leaks into it is that of the Para-Elemental Plane of Ice (unless someone or something closes those cracks), which will eventually freeze everything. The phenomenon known as the **White Frost**. The first to be affected will be rocky worlds, whose glaciation cycles will accelerate dramatically, reducing the intervals between them from millions of years to merely thousands.
- Stellar bodies (including rocky planets) possess energetic layers beyond their atmosphere, almost as if they were a second atmosphere, so to speak, or additions to the electromagnetic field. These layers derive from the cracks in reality that are Ley Lines in their semi-physical form (as these existed in an energetic state when the planes surrounded the universe without affecting it in a significant way, yet allowing a faint glimpse of magic).
- The presence of Ley Lines and what they emit, due to their disruption of the universe's physics, can cause certain bodies —instead of adapting to survive the environment— to mutate in order to avoid being affected by this “*foreign body*.” This explains why there are cases of beings unaffected by magic or with very limited use of it. This interaction would also explain both the existence of anti-magical materials (through a similar phenomenon) and the existence of things such as auras in every living being.
- The universe is structured like a bubble surrounded by bubbles (with more bubbles inside) or like a polyhedral gemstone/mirror. In this structure, dimensions and alternate timelines form a key part of the universe's architecture. In the bubble analogy, they act like the bubble's details—its shimmer, its thin film, or its foam—while the bubbles within the main

bubble represent the alternate timelines. In the case of the elemental and para-elemental planes, they behave like bubbles that intersect with the main one without fully integrating, whereas in the past they only surrounded it. In the polyhedron/mirror analogy, the dimensions represent its shine, its appearance, its facets, and so on. Alternate timelines are distorted reflections within the polyhedron. The elemental and para-elemental planes are other outer facets of that polyhedron, with certain areas brushing against the part of the polyhedron where the sphere is, and, therefore, causing the reflections of the sphere and those planes to merge in some areas.

How are planets formed?

Planets are formed as in other universes.

The only notable difference is that, due to the cracks in reality, the possibility of a planetary type beyond solids (rocky) and gases exists: literal liquid planets. These, obviously, occur in areas where the Elemental Plane of Water has leaked the most.

How was life created in the universe?

Setting aside beings that came from other universes due to phenomena such as the Conjunctions, or beings that were created by other intelligent entities (such as the Watchers with the elves), life in the universe most likely comes from panspermia. More specifically, energetic panspermia (though standard panspermia is not entirely dismissible).

Since the universe is not empty, but filled with energies in certain regions (including ethereal energy, the building block of souls), it is likely that there were cases of meteorites that absorbed such energy, trapping it inside them, causing—due to this isolation—its transformation into pre-spirits, and later into full spirits: spirits of unicellular organisms (yes, even they possess one), which would have evolved into material beings once they impacted a planet, but spirits nonetheless.

How Does Time Work?

Time functions in a cyclical manner. This is why it is common to use the

ouroboros to represent it. However, it is not cyclical in the typical way. For rather than the Ouroboros, it resembles a spiral, which eternally continues forming itself.

Thus, when one advances through the spiral and reaches to a point where it can go no further, it repeats itself again from front to back and from back to front. Beginning with slow beginnings which, as the spiral “narrows,” become faster and faster.

It is important to emphasize the spiral, because it is key to understanding why—despite being a closed time cycle—alternate timelines exist. It is very simple: in this process of advancement, with every sufficiently different decision (that is, nearly all of them in truth, due to the butterfly effect), another spiral is born from that point, beginning its own process.

This spiral is considered an “*alternate timeline*” because at least part of it shares a fragment with the spiral from which it was born (that is, the decision that created it). Since a similar process repeats with the Spiral at the meta-macrocosmic scale, which presents nodes that give rise to other Spirals with similar characteristics. In other words, the omniverse.

Reality is malleable (to a certain extent)

Due to the presence of these alien energies (especially ethereal energy), reality is, in some regions of space, malleable, but only to a certain point.

You are not going to uncover a conspiracy of “*sleepers*” whose consensual beliefs shape reality, in which you are the only “*awakened*” one undergoing Ascension to a pseudo-god with your own personal dimension—but you will be capable (if you possess enough knowledge) of doing things you could not do elsewhere.

However, such manipulation comes with severe side effects, because tampering with reality in those zones is akin to lighting a match in a room filled with gas. You can make fire—but everything is likely to explode and you will die in the process.

The only supposed successful case—due to their vast knowledge of ethereal and astral magic—is that of the mysterious race known as the [Watchers](#), who not only would have surpassed the limitations of area and side effects, but even the limits imposed by reality itself, allowing them to spread throughout the entire multiverse.

Image Credits

- *Space and Red and Black Galaxy* by Midjourney
- *Gwent Avatar Star Magic* by Cd Projekt Red

Trivia

- Throughout the article, there are a number of hidden easter eggs for the reader, referencing the videogame *Command & Conquer: Red Alert 3*^[W] and one of its classic memes, as well as the tabletop games *Spelljammer*^[W] and *Mage: The Ascension*[↗]. The latter two serve as a nod to Sapkowski's style of subverting mainstream fantasy — in this case, D&D (hence Spelljammer) and, tangentially, *Mage: The Ascension*, given the popularity of *Vampire: The Masquerade*[↗] and the fact that both belong to the same universe, the *World of Darkness*[↗].



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